

# Mobile Movie Management Software



**MovieBox**

Mobile App

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## 0. Introduction



We all know this situation where you discuss a movie with your friends, you boast of its merits, but you can't remember the title!

Or this text that we receive: "Hey, what's the name of the movie you've already told me about?"

So, we're going to build a mobile App that will save us time and space memory of our human brain; In addition, the list of movies will contain a description of each movie, facilitating the task when we share a movie with a friend. We won't need to make long comments about the movie.

No more blockages, endless expectations, grilled neurons to think. Here we propose to make a mobile application to manage your movies.

**Search and display a list of movies**



**Like a movie by putting it in the favorite list**



**Share movies with your contacts**



**take a picture  
or select it in your gallery**



**MovieBox**

Visually, here is how our final application will look like:



# 1. Project contents

In this project, we have 5 major steps to carry out for the complete realization of our mobile application.

The main stages of this project by order of execution are the following :

1. Requirements Analysis & tasks splitting in the Work Team ;
2. Setting up the developer's work environment for React Native ;
3. Design and build the mobile application ;
4. Write the final report ;
5. App Preparation for Apple and Google Stores .



## 2. Team members & responsibilities of each member

### 2.1. Team members

Our team includes 2 Students :

- KIBWILA KIFILU PHINEES (Team Captain)
- RUBANGO MUSIMWA MARIE I.N. (Assistant Captain)



## 2.1. Responsibilities of each developer

### KIBWILA K. P.

- Requirements Analysis
- Setting up the developer's work environment
- Build the mobile application
- Write the final report
- Preparation of mobile app for Apple and Google Stores

### RUBANGO M. M.

- Design of mobile app
- Test and update mobile
- Control of presentation and evaluation of data
- Write the final report
- App Audits & App Store Listing Maintenance





### 3. Requirements Analysis

To develop software products that truly meet the needs of users, you must first understand the needs of your users.

A deep understanding of software requirements is a prerequisite for the success of software development.

No matter how well people do their design and coding work, programs that don't meet user needs will only disappoint users and cause trouble for developers.

Concerning our project, we must:

- Search and display a list of movies retrieved from a URL;
- Manage application data by annotating favorite movies;
- Share movies with your contacts with iOS / Android sharing;
- use the native components of the phone, taking a picture or selecting it in your gallery;



### 3.1. Mobile App Objective(s)

The mobile application MovieBox will allow fans and moviegoers to have a hand catalog of movies that they have already seen and liked, as well as future movies they will follow and like, our users will have a directory of movies easy to access anytime and anywhere.



### 3.2. Product Vision Statement

A vision statement defines a clear direction towards the end goal of the mobile app. On top of that, a vision statement describes the solution to the problem your intended users are facing.

Our mobile application will solve the common problem that each of us has faced once in his life. Forgetting the movie title or movie's name is a problem that happens to the youngest, the adults and the old men also. The memory hole doesn't just happen to the old ones, so let's solve this problem together.

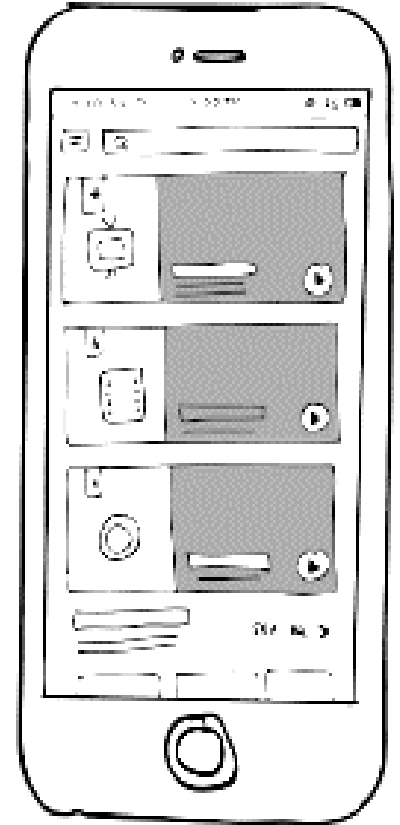
### 3.3. List of Features

The first version of the MovieBox mobile app needs to offer a simple and intuitive user experience. Choosing features for a mobile app is a planning process that requires you to define the product vision, objectives, and themes fully.

Here are the standard features that MovieBox will include:

- \* Sign-up and login
- \* Splash screen
- \* Navigation
- \* Image galleries
- \* Forms
- \* Push notifications
- \* Device hardware access
- \* App analytics

Understanding how a user will navigate through the MovieBox app is critical for identifying the necessary features that will allow for seamless user experience.



### 3.4. Monetization Model

There are several monetization strategies worth exploring. The strategy we'll choose will depend on the type of app y we're developing, our target user, and even the mobile operating system we're going to utilize.

Conventional monetization models include advertising, pay per download, in-app purchases, freemium, and subscriptions.

For now, we won't use any monetization model; We'll come back to this topic a little later in our project and we don't forget that the goal is also to make money.





### 3.5. Product & Technical Specifications

Product and technical specifications outline the systemic and functional needs to meet for the product to achieve the desired features and functionalities.

To make it simple, here we will do a question/answer game:

**a) What platforms will the app will we use (iOS, Android, or Windows)?**

Answer: iOS & Android



**b) What operating system versions should support it?**

Answer: React Native apps may target iOS 9.0 and Android 4.1 (API 16) or newer.

**c) What are our current services, servers, databases?**

Answer: The Movie Database(TMDb) API



**d) What are the maintenance needs? Do we need to support it for the future?**

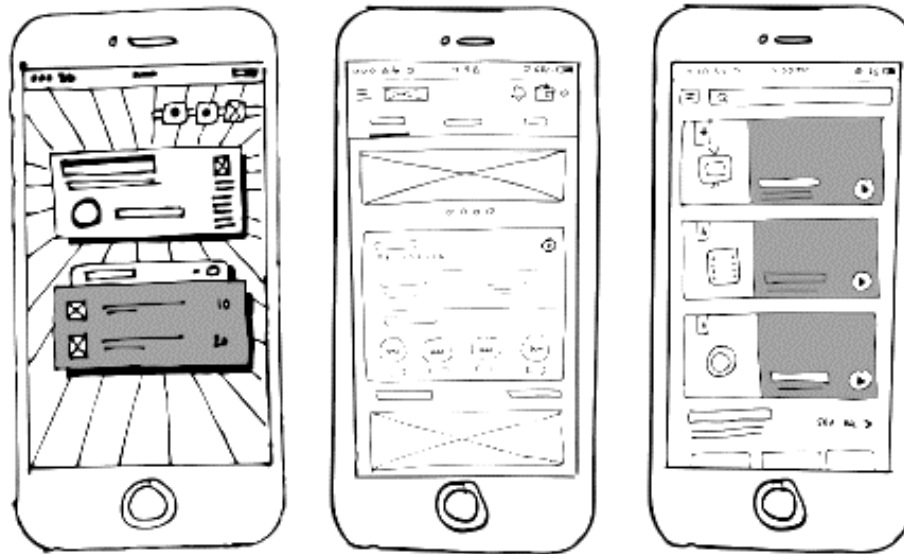
Answer:

- Standard maintenance as a minimum – such as security updates, bug fixes and audits against the latest versions of iOS and Android
- New features and enhancements
- Performance monitoring

e) **How long should the app function before an overhaul is needed?**

Answer:

- Update frequency will depend on user feedback, data, and team size;
- we plan 2-4 months updates in advance but we keep attuned to market demands.



### 3.6. Platform for MovieBox

In this project, we choose to create a native app for Android and iOS using React. [React Native](#) combines the best parts of native development with React, a best-in-class JavaScript library for building user interfaces.

You can also use [React Native](#) today in your existing Android and iOS projects or you can create a whole new app from scratch.

React Native is being used in thousands of apps, but it's likely you've already used it in one of these apps:



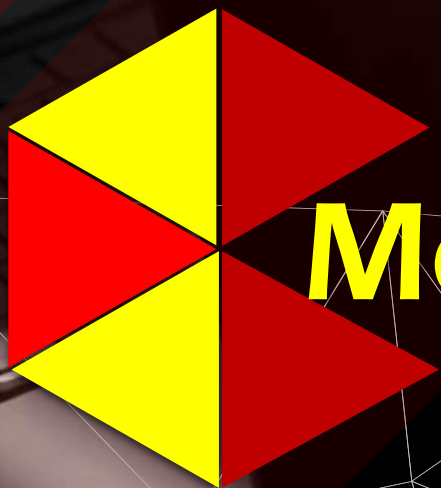
## 4. Constraints

The constraints we face are related to scope, budget and time.

However, our constraints include aspects such as risk tolerance, resources / personnel and quality requirements.



THANK YOU !



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Mobile App